Portfolio

JONATHAN PANG

RESUME

Jonathan Pang

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education

Syracuse University School of Architecture | Syracuse, NY — 2015-2020
Bachelor of Architecture | 3.83 GPA | Summa Cum Laude
Villanova University | Villanova, PA — 2013-2014
Tappan Zee High School | Orangeburg, NY — 2009-2013

work experience

Digital Representation Teaching Assistant | Syracuse, NY — Jan 2020 - May 2020
Provided in class tutorials and assistance on Rhino and Illustrator to freshman students. Supervised work sessions, hosted individual and group office hours. Provided constructive critique of student assignments.

Representation Teaching Assistant | Syracuse, NY — August 2019 - Dec 2019
Supervised freshman students during studio and field drawing assignments. Co-lead of a studio section during the semester. Coordinated group pin-ups, provided student feedback, and led class tutorials.

Woodshop Monitor | Syracuse, NY — Sept 2019 - March 2020
Supervised shop, assisted students and faculty, and maintained the machines and tools in the woodshop. Provided design and construction advice for student projects as well as hands-on training.

Studio V Architecture | Manhattan, NY — June 2019 - Aug 2019
Member of the design team collaborating with Japanese firm Nomura on a luxury spa and dining experience in Hong Kong. Collaborated with the principal architect and project manager during concept design. Built and designed 3D models, physical models, plans, and sections. Generated weekly client presentations using Rhino and Photoshop. Represented 3D formal moves and conceptual ideas using 3D printed and lasercut models.

Obra Architects | Manhattan, NY — May 2018 - Aug 2018
Translated designs from principal architect to 3d-models, construction drawings, and renders using Rhino, Autocad, and Photoshop. Collaborated with principal to discuss and implement design improvements. Constructed intricate and detailed physical models at various scales to address issues of site, building construction, and interior perspective. Prototyped techniques including casting to create unique structures and form. Served as liaison with clients to discuss design ideas. Established relationships with manufacturers to procure materials and gather specifications. Co-authored research for a client illustrating real estate investment opportunities based off property value in the Hudson Valley region.

Bi-Rite Studio | Brooklyn, NY — May 2016 - Jun 2016
In collaboration with Dylan Newlon, designed an interior architecture installation for a furniture store. Developed conceptual designs, constructed new interior from existing space and designed and built shelving and display units.

Preservation Design Group | Blauvelt, NY — Jan 2015 - Jul 2015
Assisted architect with creating drawings for residential houses, renovation projects, and apartment complexes. Worked on-site to document and record existing conditions.

exhibitions & competitions

Portals through the Haze | Syracuse, New York — Spring 2019
Part of the exhibition's production and installation team for Harry der Boghosian Fellow, James Leng, at Syracuse University. Working directly with the fellow to curate, produce, and install a landscape installation reflecting on the "mythorealism" in China. Casting plaster layers that make up the 15 ft by 4 ft landscape and experimenting with 3D printing to create multiple ruined towers that inhabit the piece.

KFAS New Headquarters in Kuwait | Manhattan, New York — Jun 2018
Part of the team of architects and other professionals invited to participate to design a master plan for the Kuwait Foundation for the Advancement of Science. Compiled final drawings from team members to create cohesion on final boards. Provided direct input in conceptual design.

From Bloomies to Everson | Syracuse, New York — Spring 2017
Proposed a new expansion to the museum by connecting two distinct building types: the museum and the department store. Studio drawings and architectural models were displayed at an exhibition in the museum during the spring semester.

skills

Rhino, AutoCad, Illustrator, Photoshop, Indesign, Revit, SketchUp, VRay, After Effects, Premire Pro, Microsoft Office — Digital
Laser Cutting, CNC Milling, Woodshop, 3D Printing, Casting, Drafting, Sketching, construction — Physical

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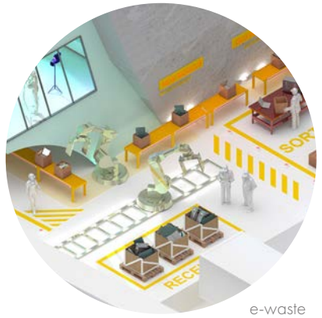

e-waste

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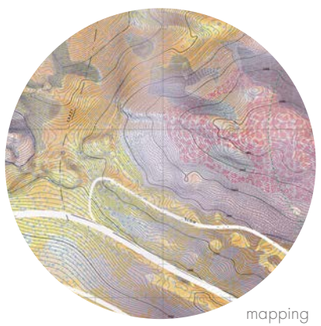
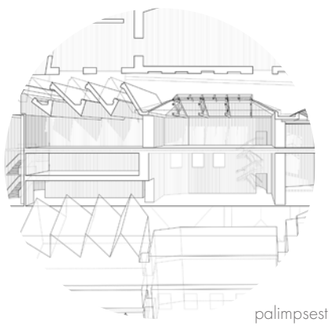
prison

3 gorges



mapping



palimpsest

other

thesis

THESIS

Domestic Interiors:
Subverting Chinese Authenticity

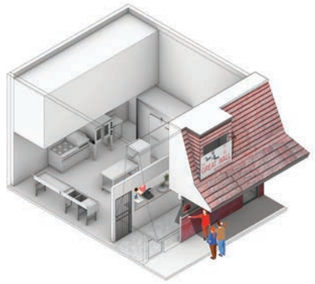
attempting to formalize the stories of Chinese Americans told through spatial conditions

Chinese restaurants are a ubiquitous fixture of the American landscape, however, as the focus of architecture discourse, they are often overlooked and neglected.

This thesis seeks to document and speculate upon these restaurants and define them not in the way a consumer interacts with them, but redefine the spatial conditions of the restaurants through the subversive narratives of the families who own them.

to learn more about this thesis, please go to
https://www.jonpangdesign.com/research

" Hidden Playhouse"
No.1 Kitchen, Manlius



"Closed for the Holidays"
Great Wall, Savannah

"Working Hard, or Hardly Working"
Dragon Chinese, Los Angeles

"Community Restaurant"
Tim's Kitchen, Los Angeles

"In the family business"
New Garden, Syracuse

"Summer Jobs"
Egg Roll King, Savannah

"Nap Time"
Hong Kong Kitchen, Milford

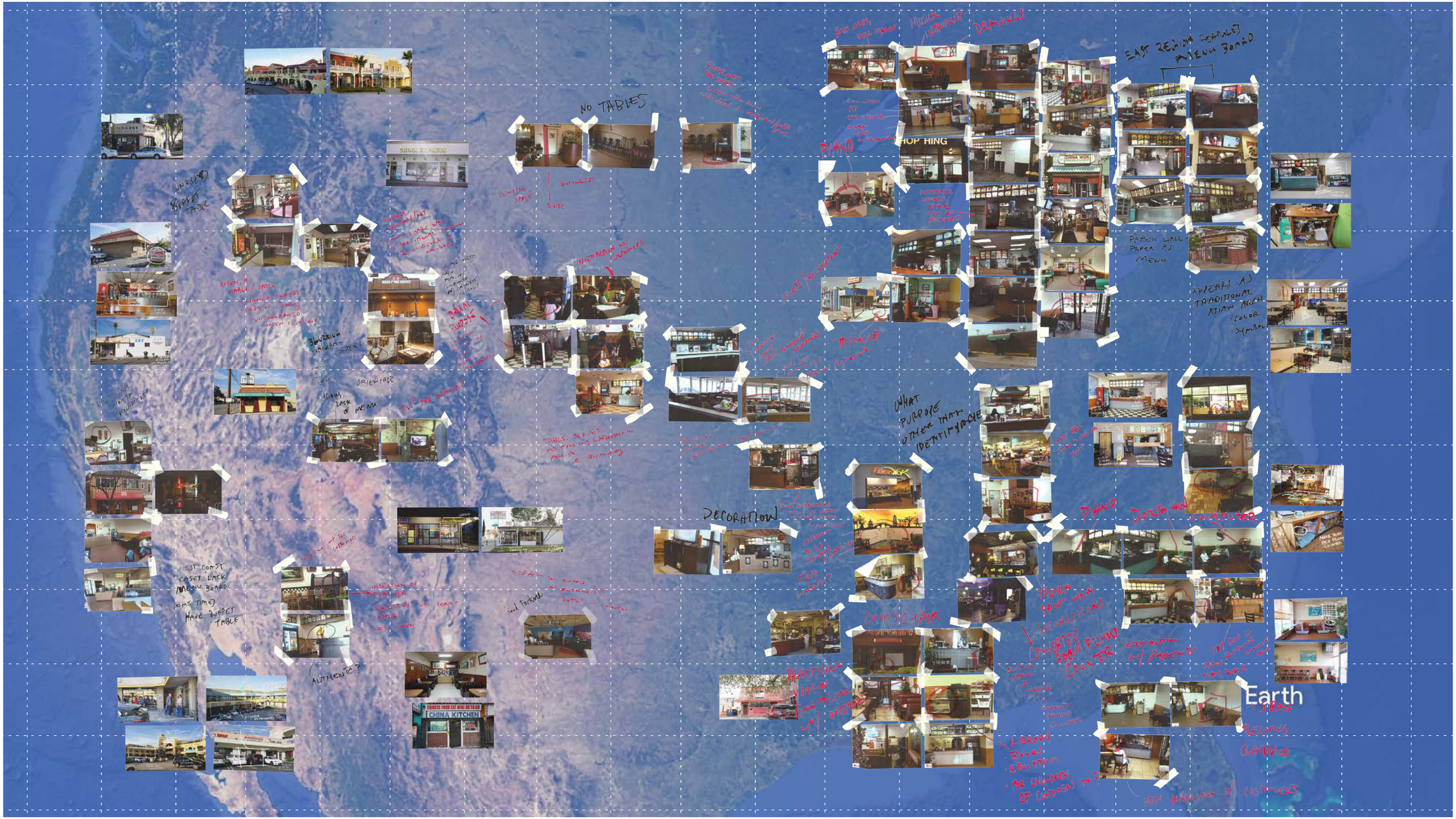
"Friendly Competition"
Prospect Plaza, San Gabriel

"Kids room? Down the hall, to the right"
Great Wall, Rockland County

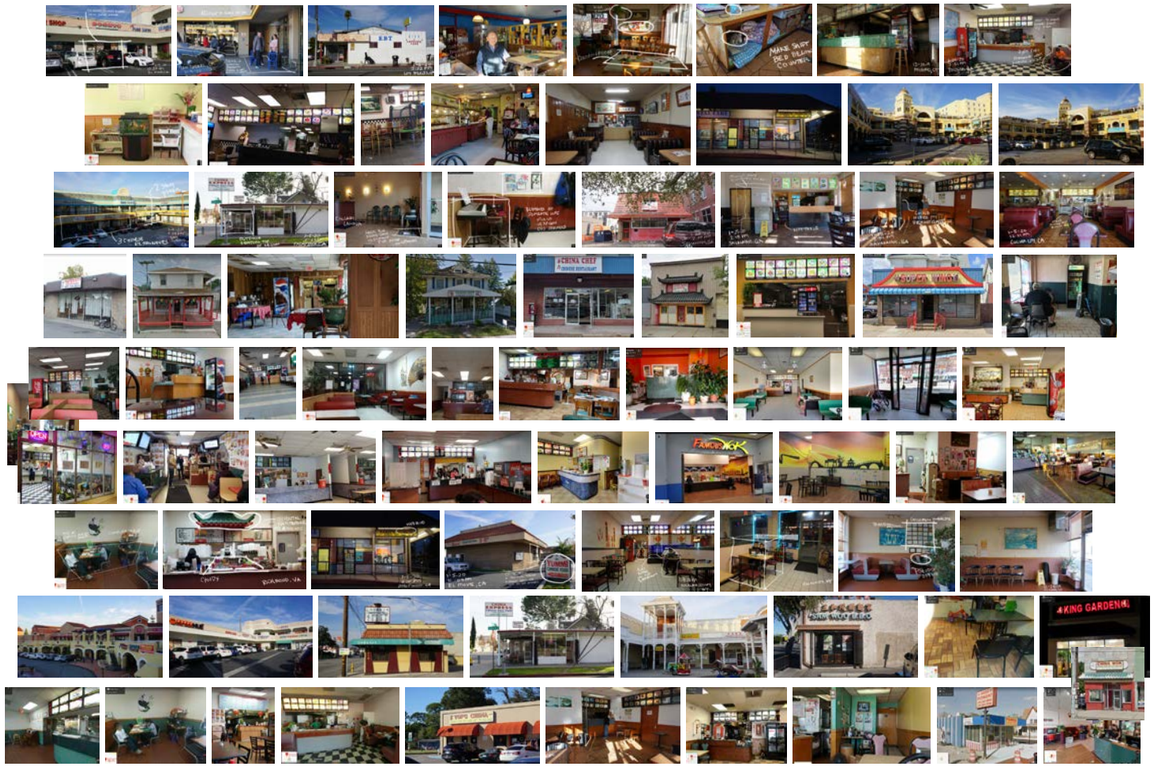
"Welcome to the kids table"
China Taste, Savannah

"Celebration Wall"
Dragon Garden III, Milford

This collection of 11 axon drawings is a culmination of my research and field studies. Each documents different conditions of informal domestic life that it is all specific to a geographically region. Some restaurants exhibit conditions at small scales, that of the object, while others work at the scale of the community, their influence reaching beyond the walls of the business and into the urban setting.



This map of the United States served as a guide to my field studies. The photos are a combination of images from Google Maps and my own site visits. The written notes helped define typologies and regional differences amongst the restaurants.



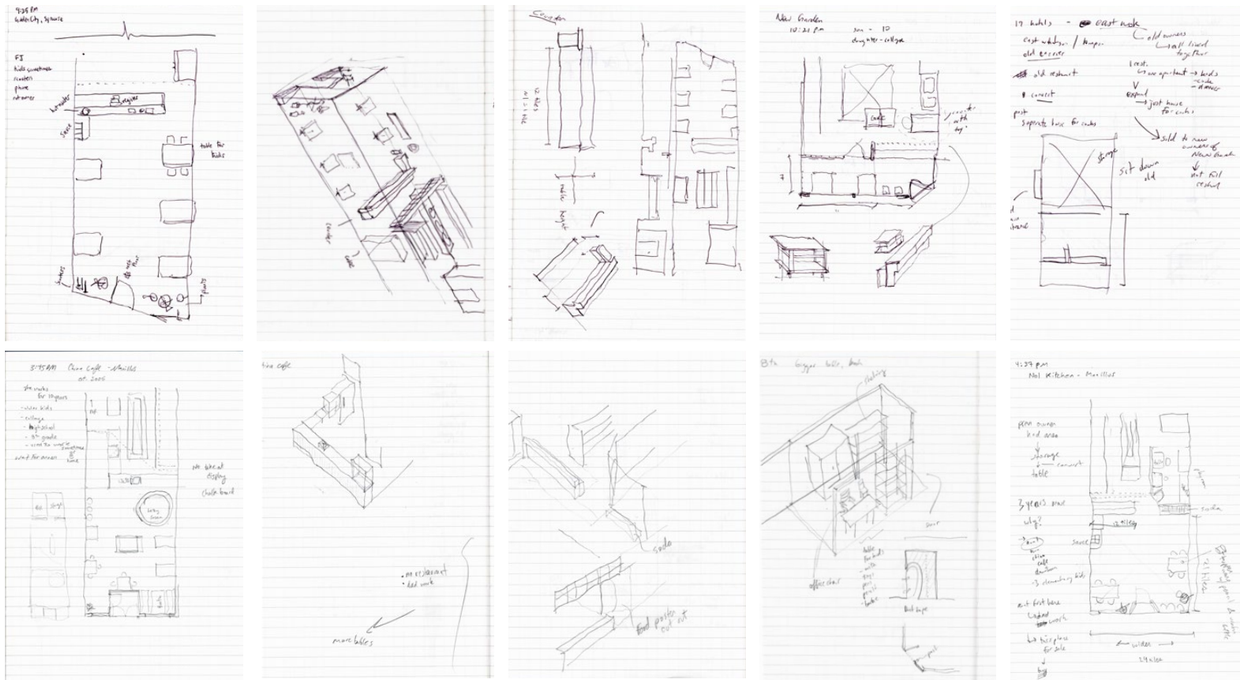
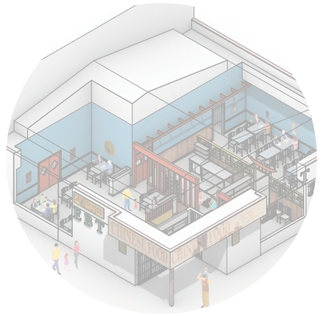
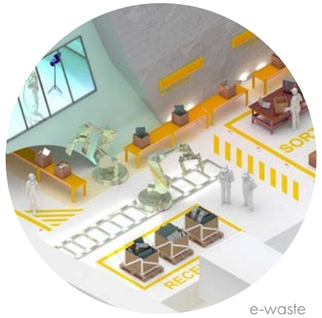


Photo documentation and the use of architectural sketches were the main tool used in my research. I was able to catalog over 50 restaurants from across the US, and used this to guide my speculations. Each photo and survey conveyed a different story about the families who live and work there. These are the new narratives which exist through hybrid spatial conditions

Interior Model Photos

Exterior Model Photos



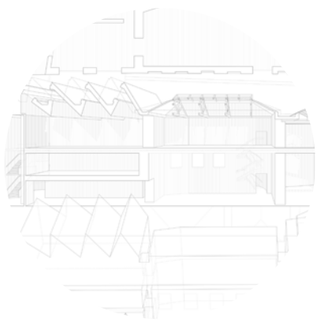


e-waste

mirco-unit

park

prison



STUDIO

E - Waste Recycling Studios

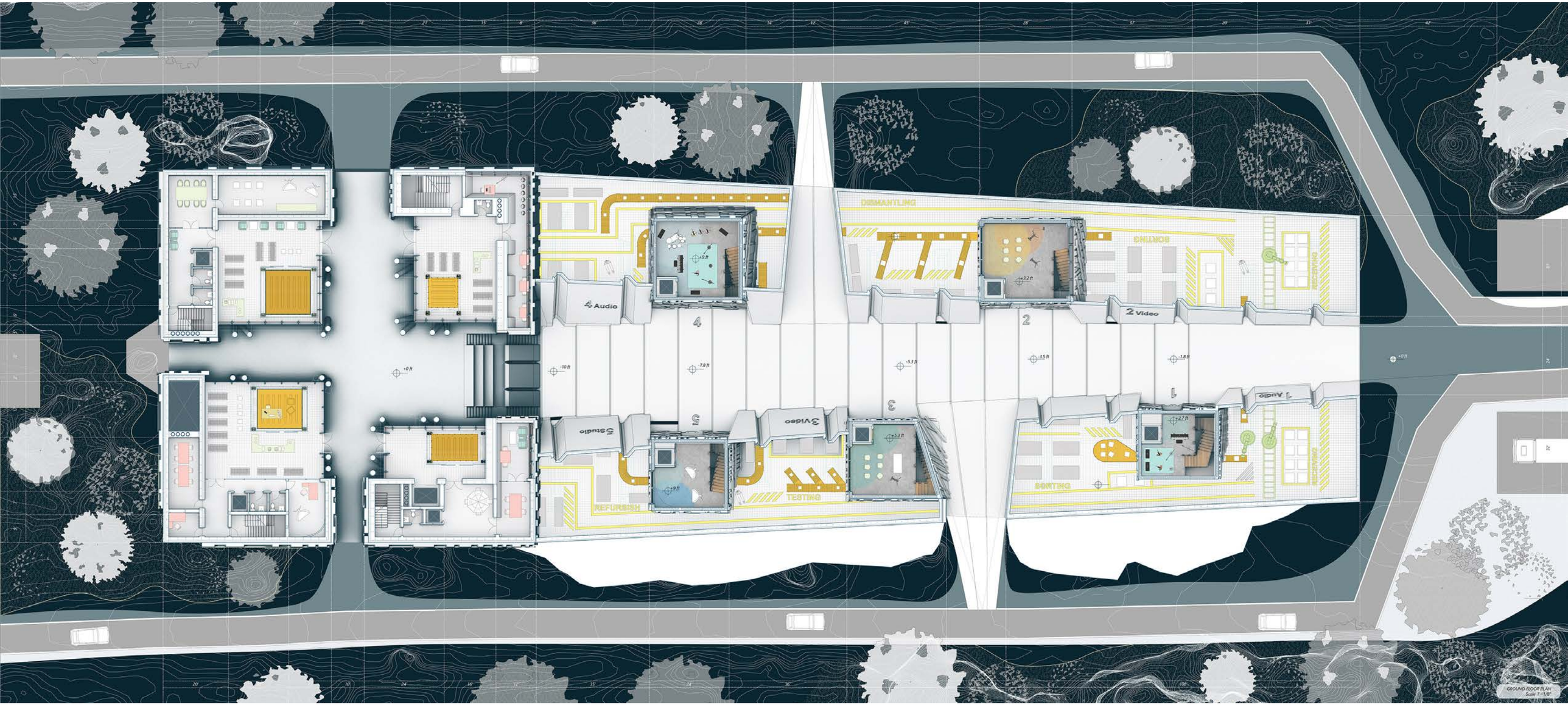
A monument to the transient lives of technology, and a hub for their rebirth

with Elena Echarri Myers

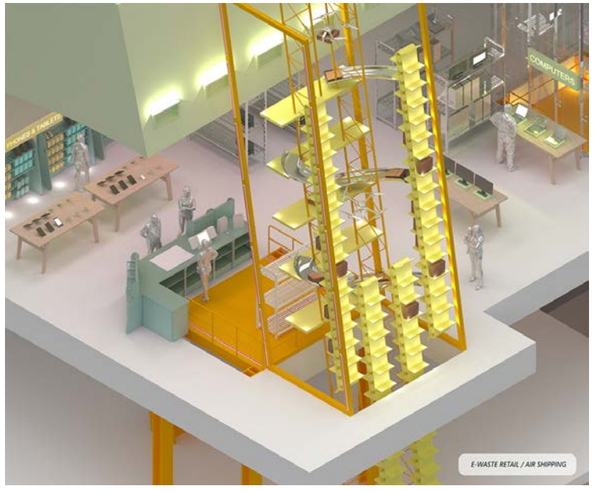
This project revitalizes yet challenges the unpolished and often disregarded processes of the traditional e-waste facility. Utilizing the idea of technology as an element of rapid change and cyclical operations, the project incorporates public audio-visual studios, establishing a paradox between dismantled technology and the creation of technological media. Utilizing the factory as a backdrop, the audiovisual studios incorporate spaces for video filming, sound recording as well as photography, in which visitors can produce experimental media. The embedded character of the studio volumes onto the e-waste spaces, allows the occupants to experience different degrees of visual or acoustics relations to the processing, serving as an addition to the development of their audiovisual content.

Prof. Daniele Profeta | Spring 2019

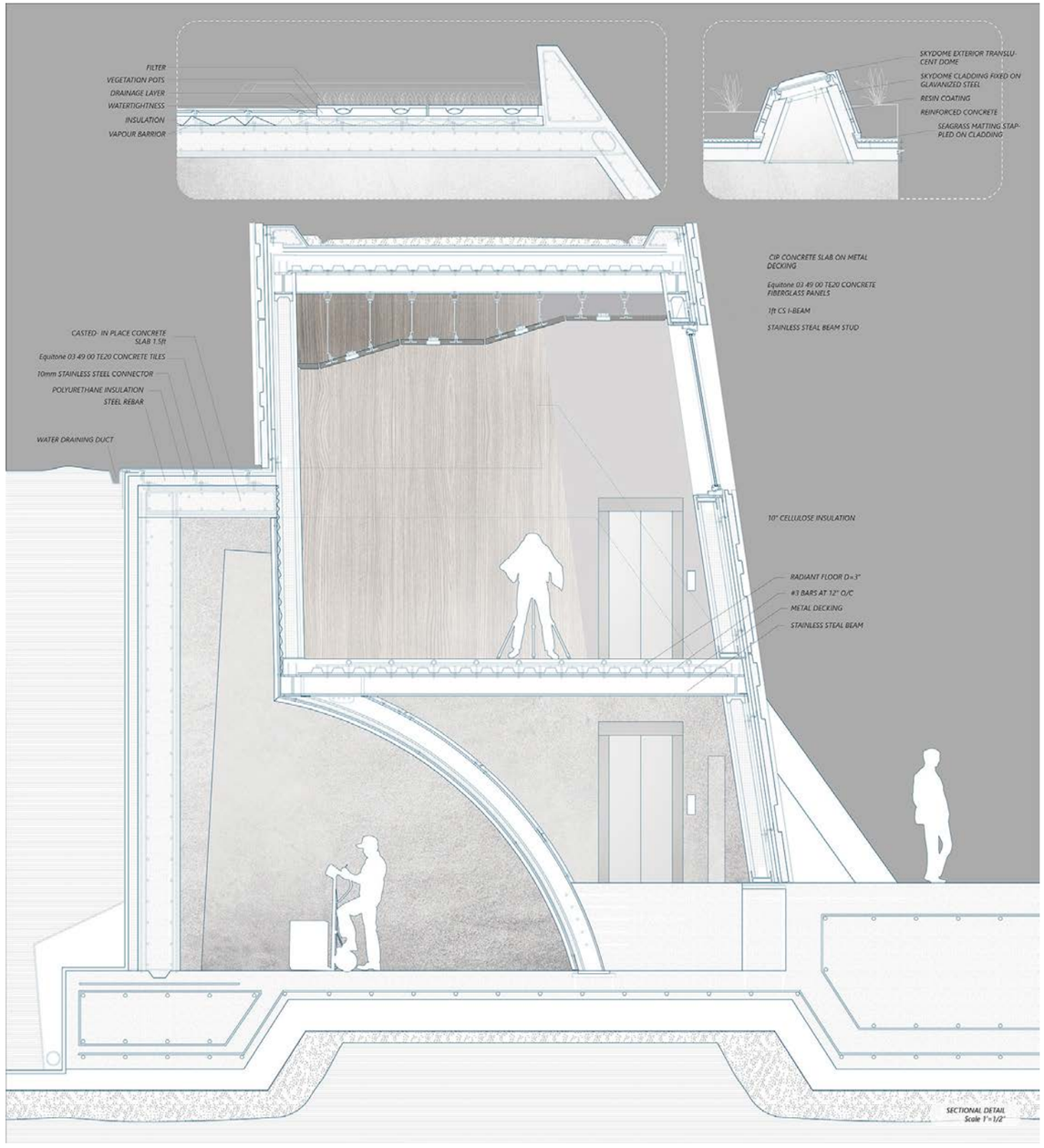
Sectional Perspective



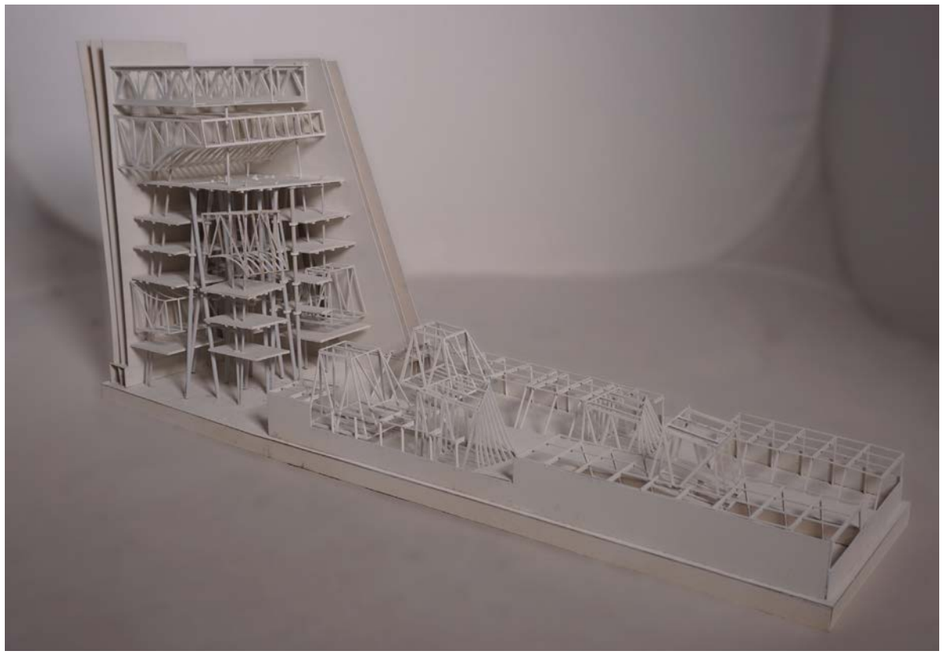
Ground Floor Plan



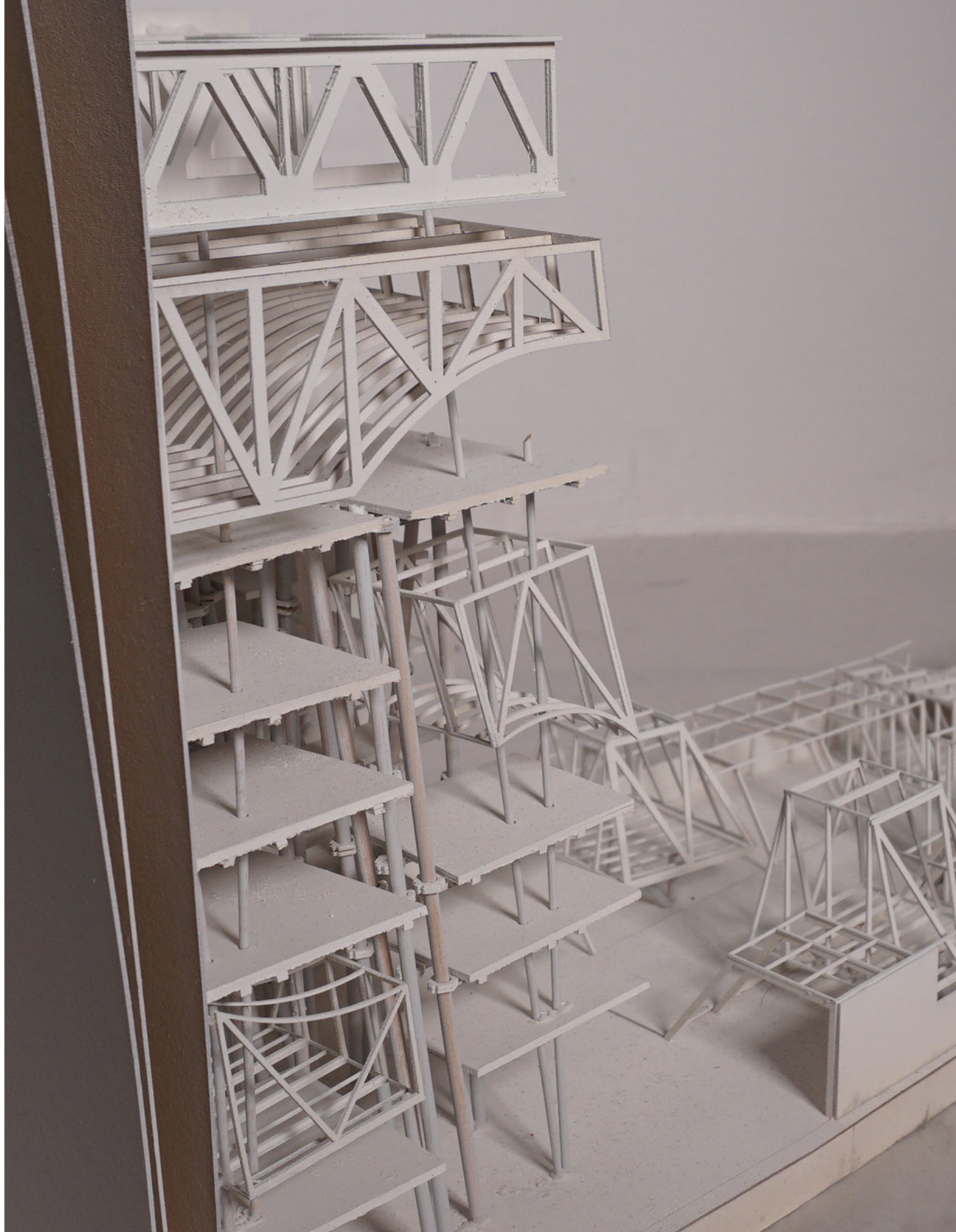
E-Waste Flow Renders

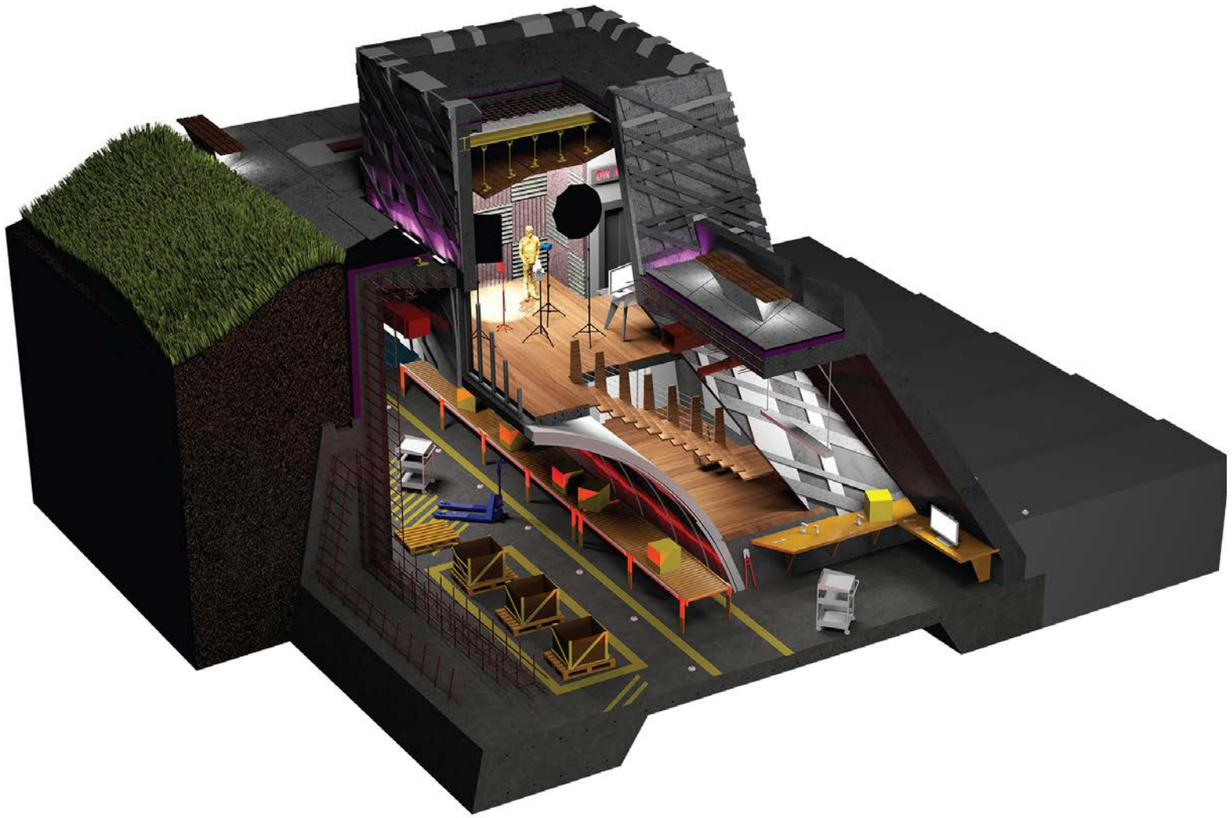


Detail Section Drawing

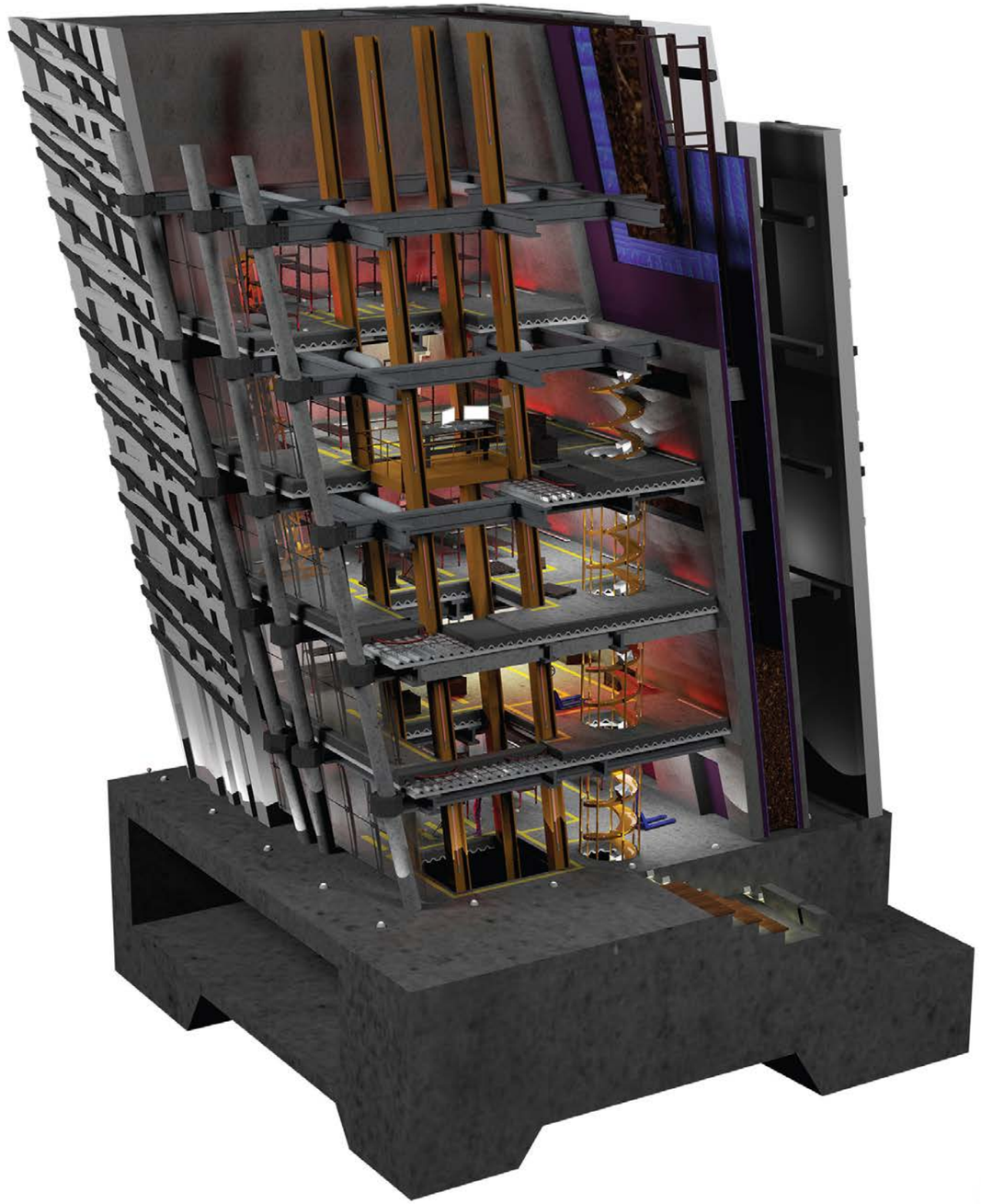


Model Photos: Site, Detail, and Structure (Clockwise)





E- Waste Chunk Axon, Studio

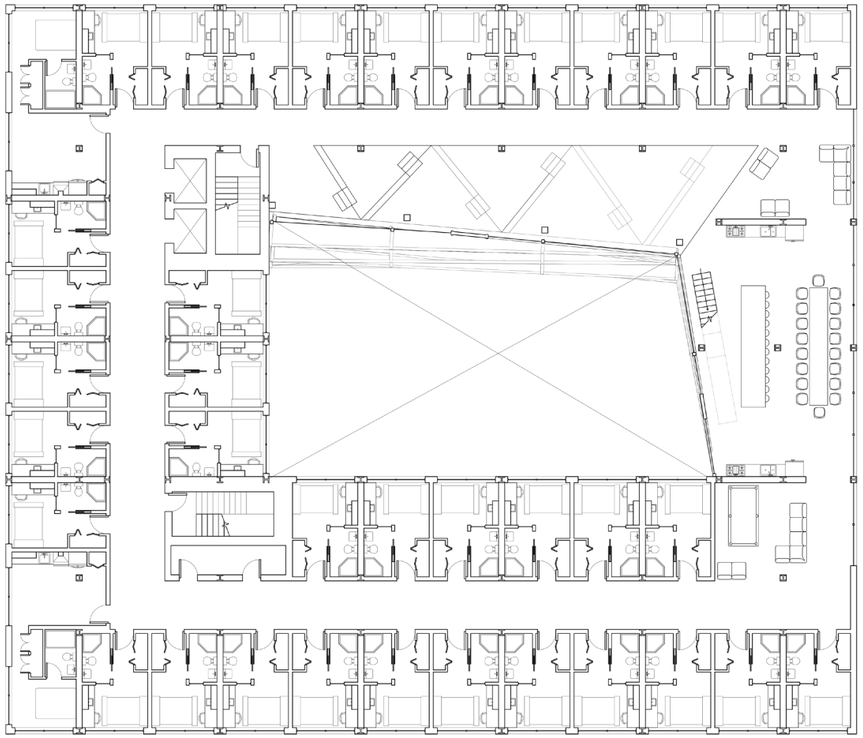


E- Waste Chunk Axon, Tower

Brooklyn Housing Project

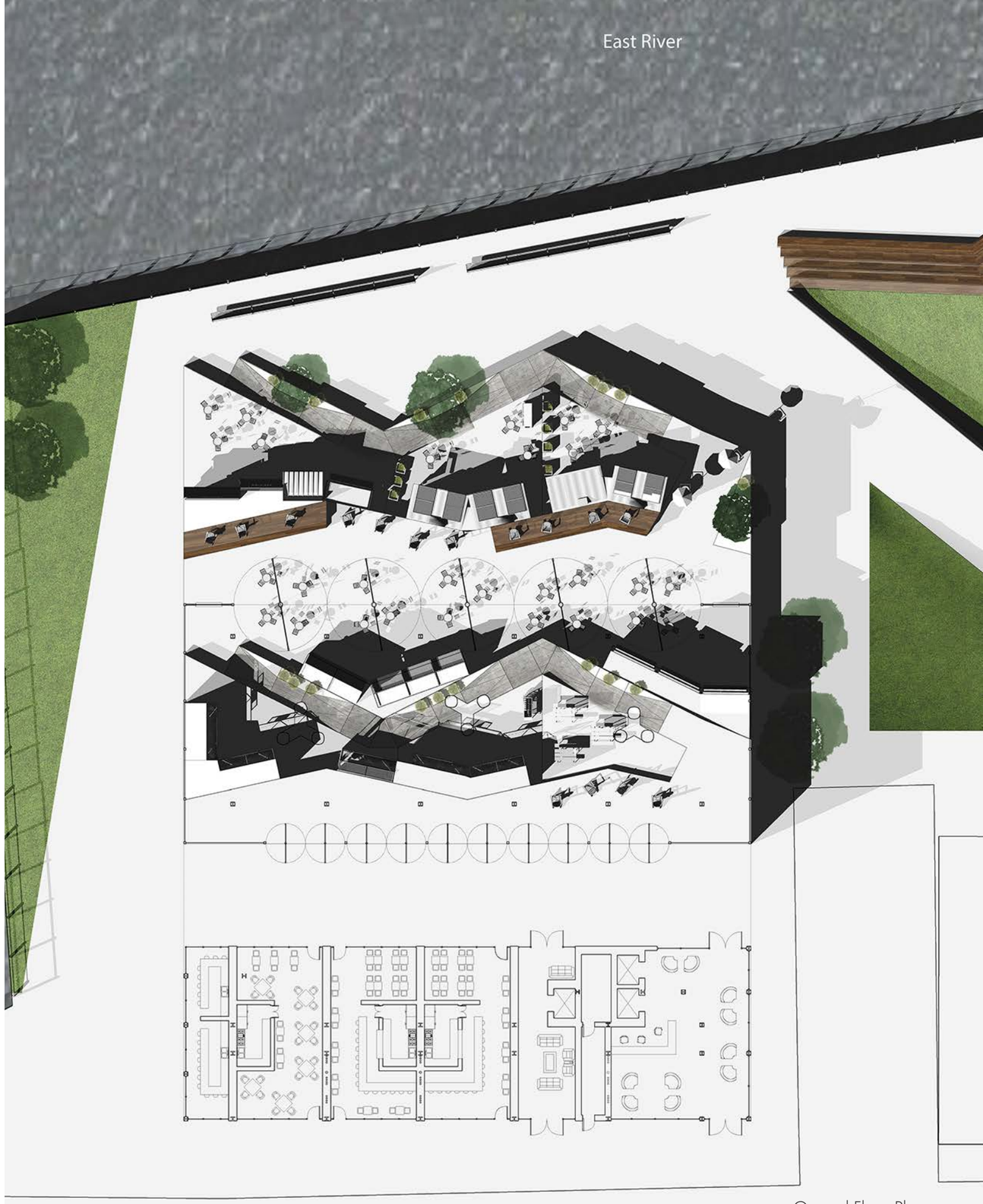
The Park, The Market, The Micro-Unit

This project is based in a unique site, as it is the last plot that rests directly next to the public park and the water. Thus, the building attempts to slide the park and its public and communal spaces under and into the center of the building, and acts as a bridge, pulling the residents out of their small units and imploring them to interact and gather outside the walls of their room. As the park "slips" under the building, a series of terraces are created which serves the market spaces and offers views of the water and the park. The units are 180 sq ft, where the resident is implored to step out of the room and the "urban living" room which exists as a vertical space in the center courtyard, or move down into the park. The other micro unit is 300 sq ft and is made of up three sliding walls which can be moved in order to create different programs depending on the needs of the occupant. These walls collapse and expand, interlocking with each other and other furniture in order to create an evolving space.



Typ. Floor Plan

The units all circle a central void, which not only allows for more units with window views, but a multi story public space which connects multiple floors and ties hold the building together. The void also extends down into the promenade and into the park, so it a continuation of the public park all the way through the core of the building.



Ground Floor Plan

entry promenade

view from the East River

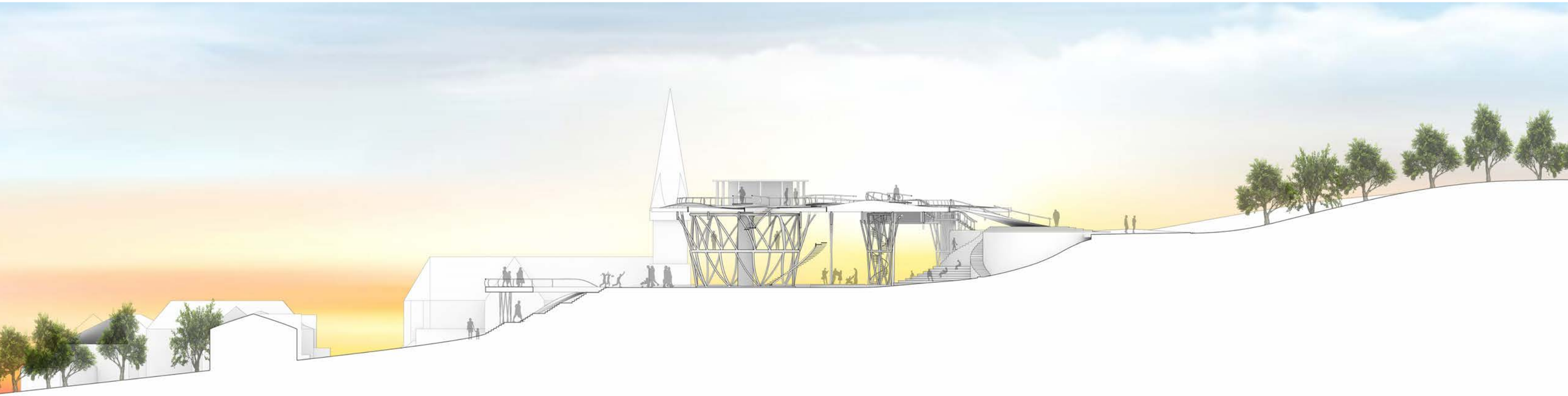
Lincoln Park Transformation

A new public playground, above and below

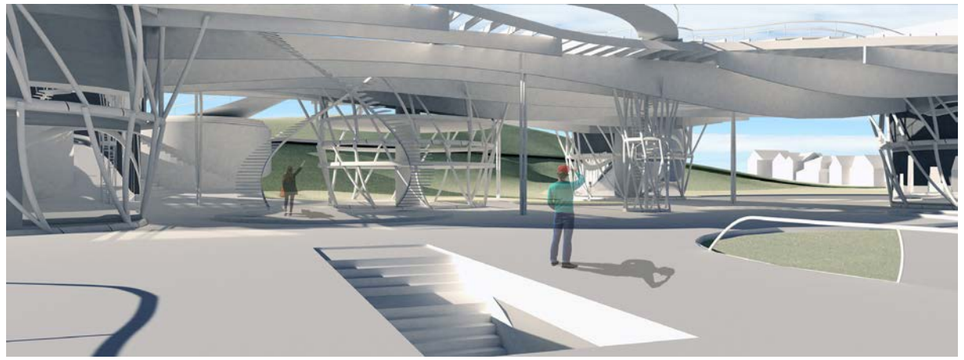
In Syracuse, New York, many public spaces are left unkempt and unused, as the surrounding communities neglect the park as a space for gathering and community. This project was an effort to design a monumental attraction in a park with no clear sense of self. The structure not only defines the area with its large, cloud like roof, but also through the delineation of paths on the ground. Now the park has a clear idea of center and focus, as this new structure houses a number of programs like a cafe, gym, and daycare within its large, transparent legs. The landscape is also designed to incorporate a pool and a number of sports fields. Movement below the roof is open, ambiguous, and free, while the space above the roof contains sweeping paths guiding the experience from one platform to another, as the experience is vastly differently on the two horizontal planes.

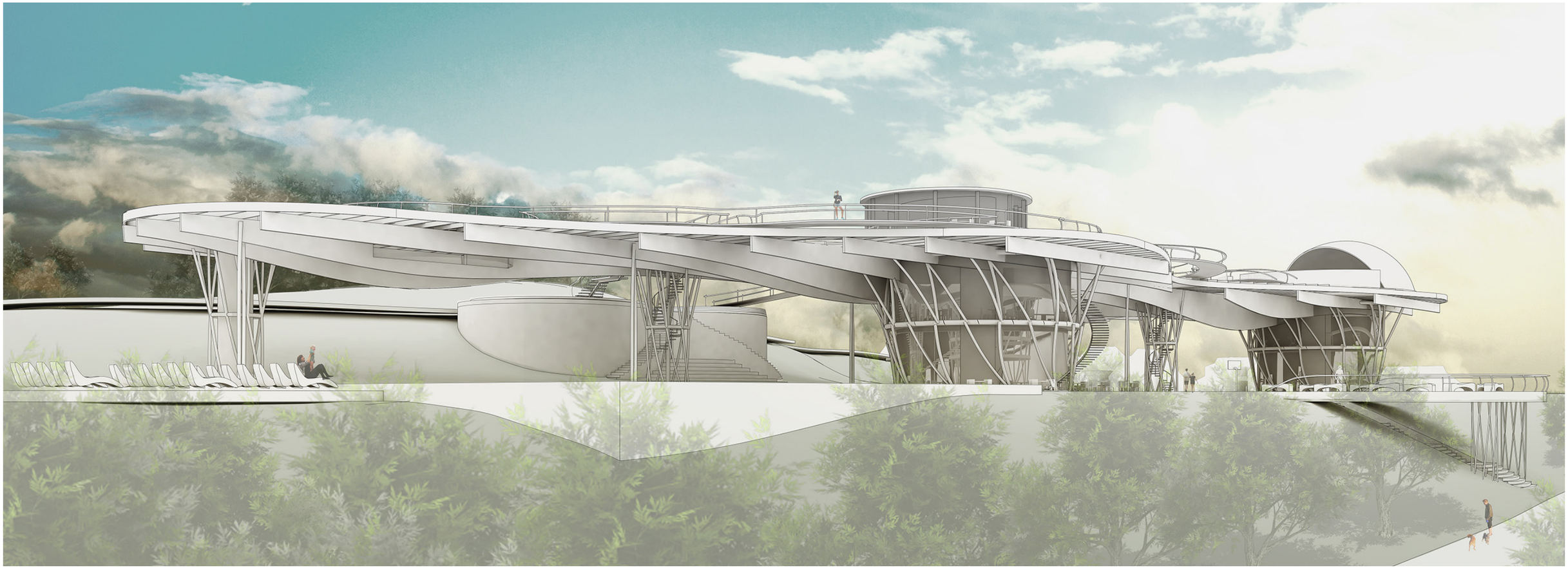
Birds Eye Perspective

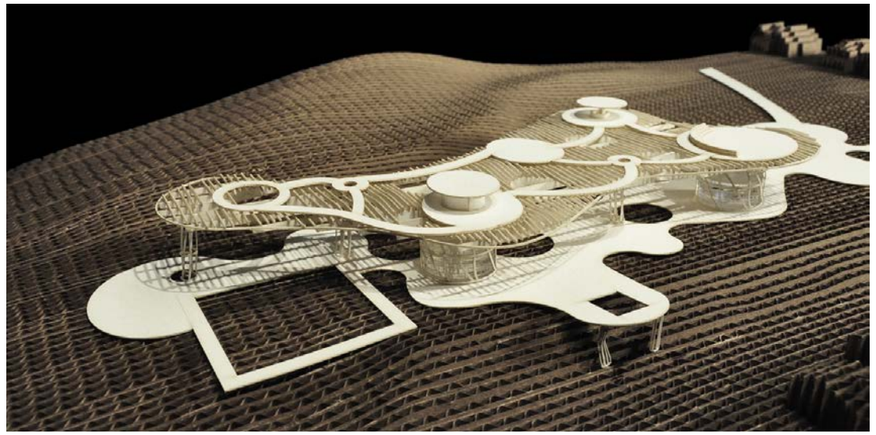
Long Section

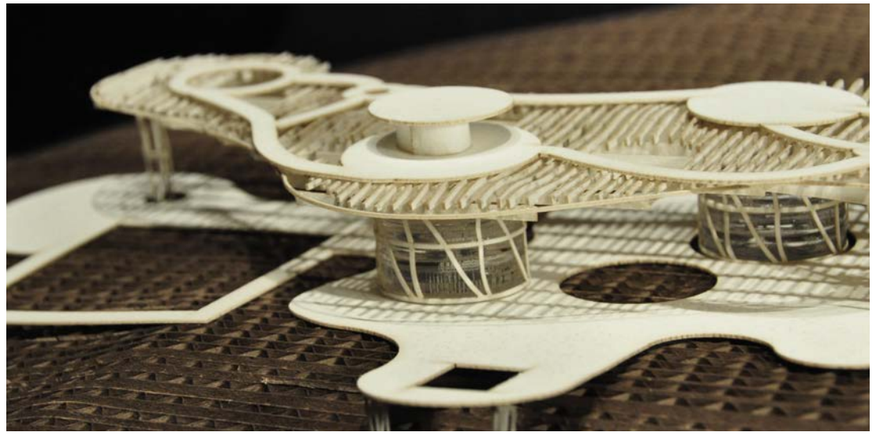


Short Section

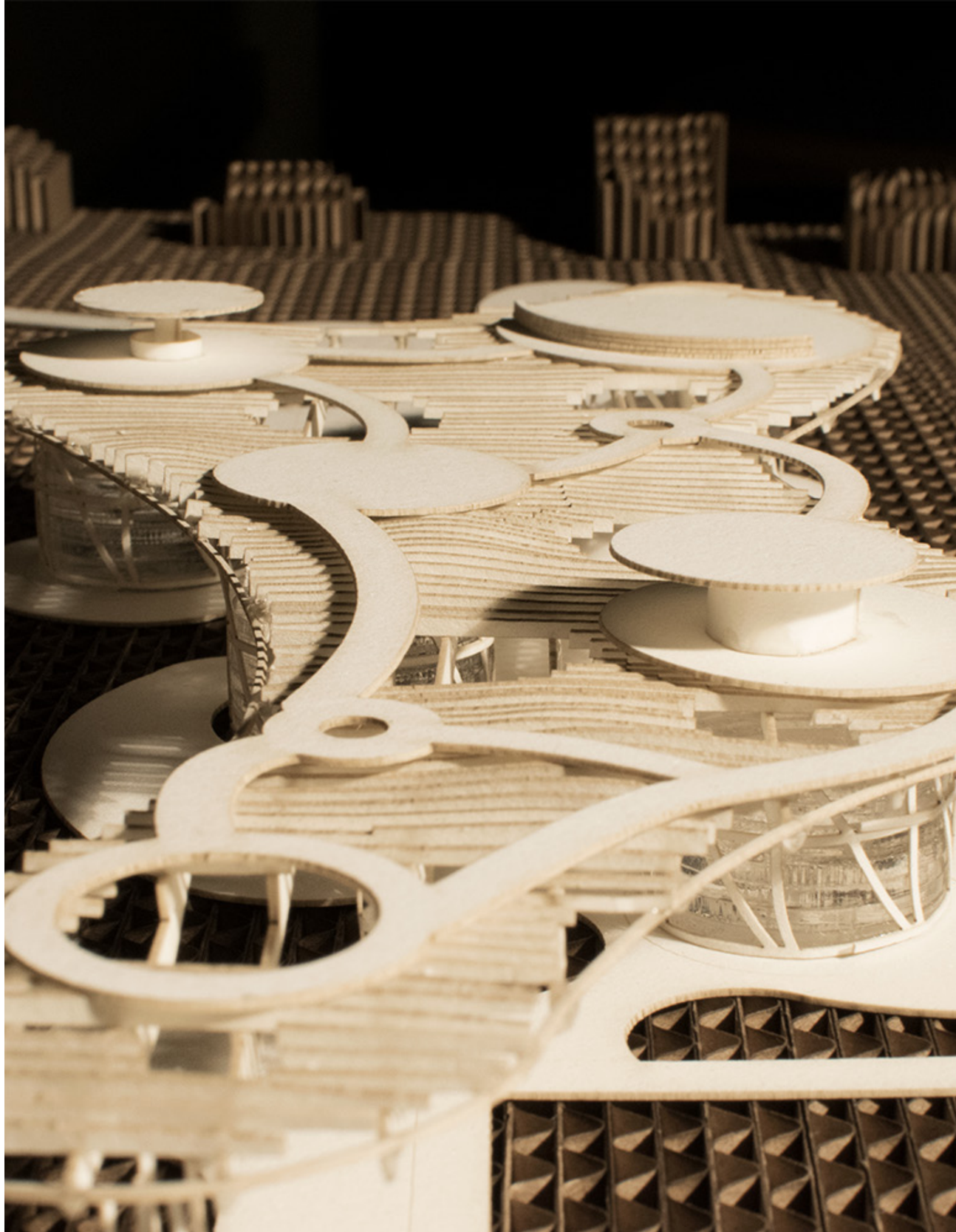








Site Model Photos

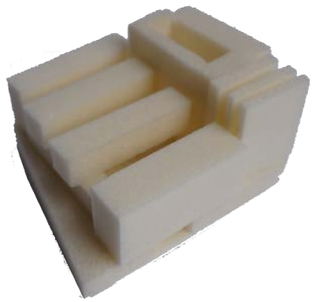


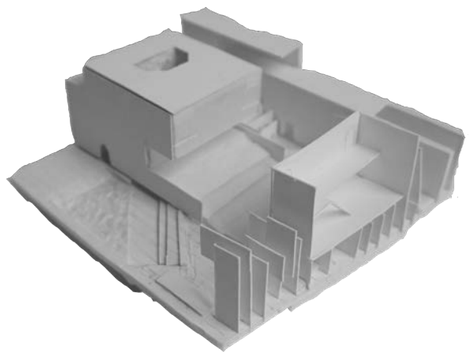
Re-Imagining Le Murate

Experiencing new urban space within the walls of ancient Florence

with Natasha Liston-Beck

The Le Murate Prison sits at the edge of the city of Florence, along the busy Viale, hiding behind its tall, stoic walls, which housed both prisoners and nuns of the convent before it. In order to both provide a new public venue within these walls and pay respect to the memory of the prison, three elements were introduced to the site in order to create a new urban condition. The existing wall along the Viale was transformed into an aggregation of small studios and classrooms for current residents and the already renovated housing win was extended to complete one edge of the site. Finally, a new monumental structure was built over the ghost of the original panopticon structure. The pedestrian is filtered into a large court yard, referencing the Campo in Siena, and then ascends upward through the ghost of the panopticon where they rise above the urban landscape, and gaze upon the beauty of Florence from a new perspective perched in an ancient institution of the city.

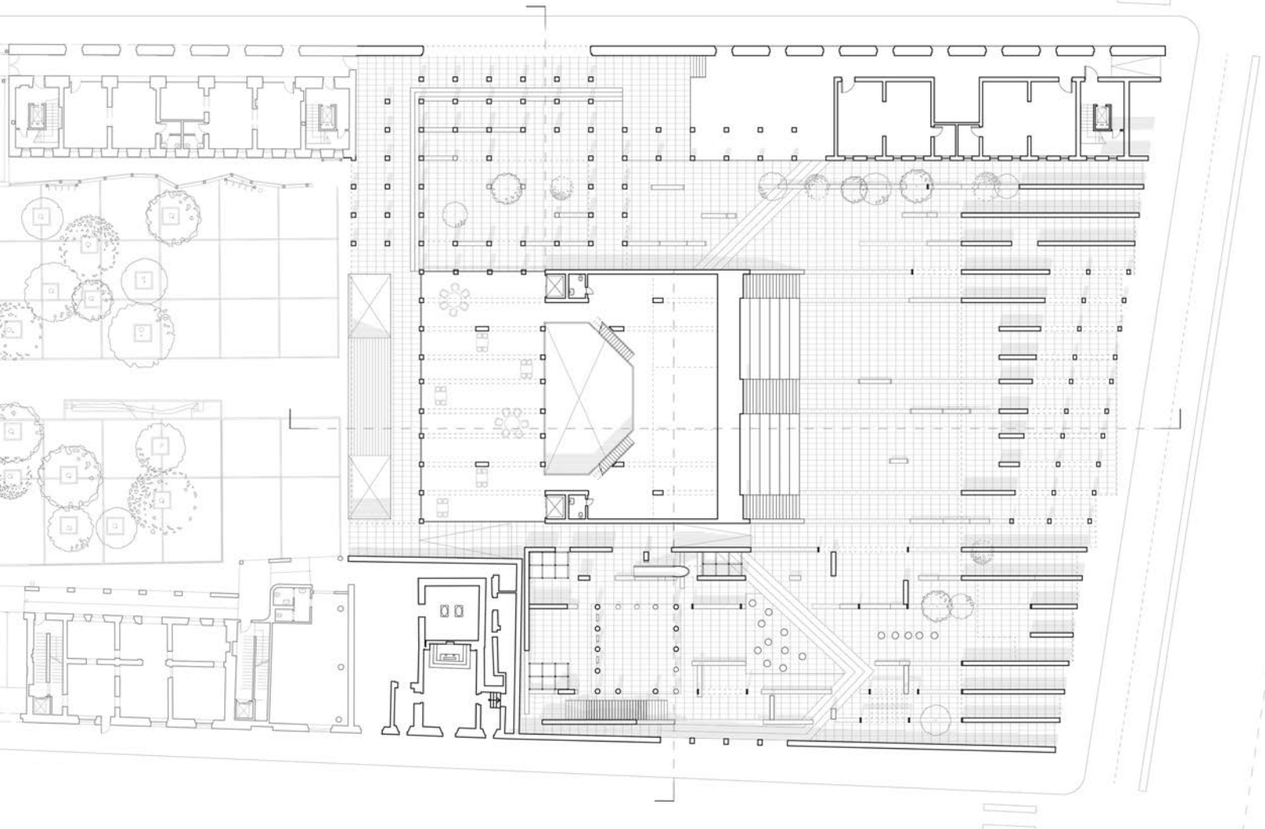


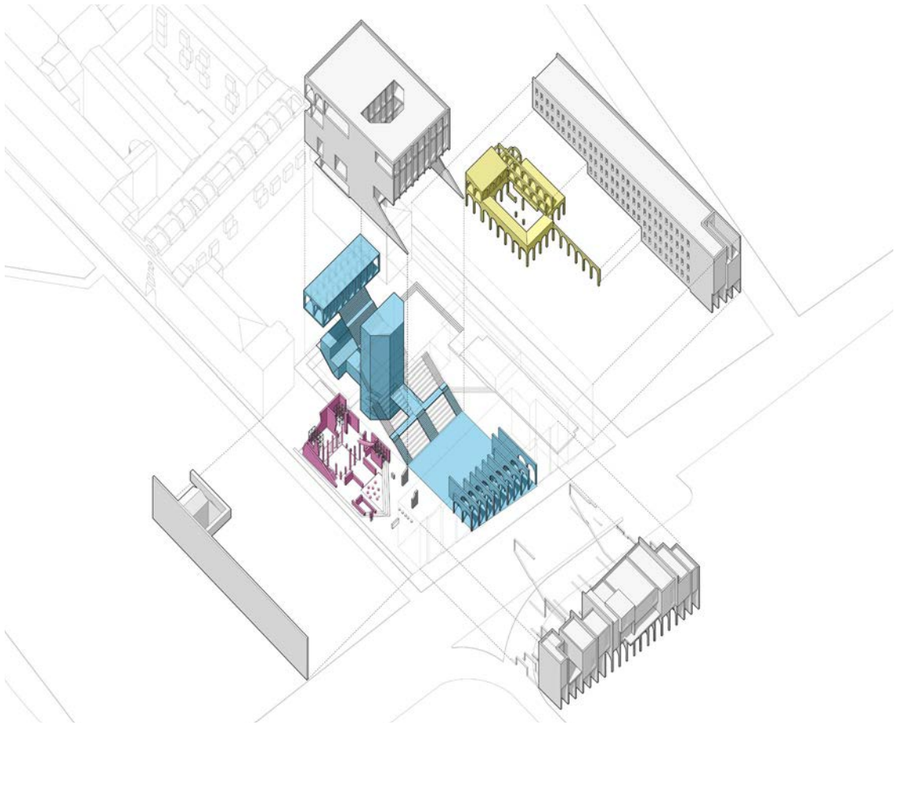


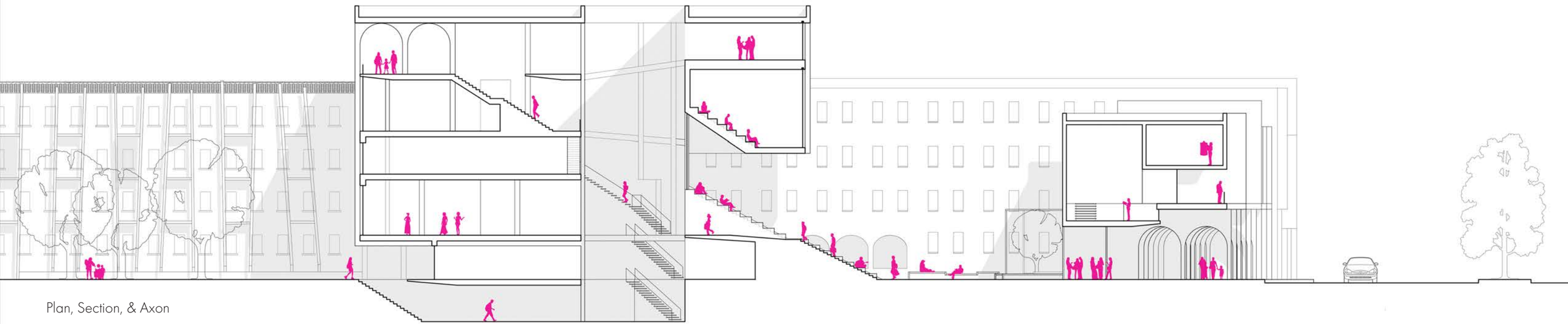
Study Models & Site Plan

The massing models play with the existing prison building as a focal point, and begin to challenge what a wall can be defined as. Now, what was once the barrier of an impenetrable prison, is a series of passages from the urban city to the building.

The site plan shows the striated lines which come from the original plans of the prison, and how they serve to guide those walking on the Viale to enter the courtyard and proceed into the old prison.





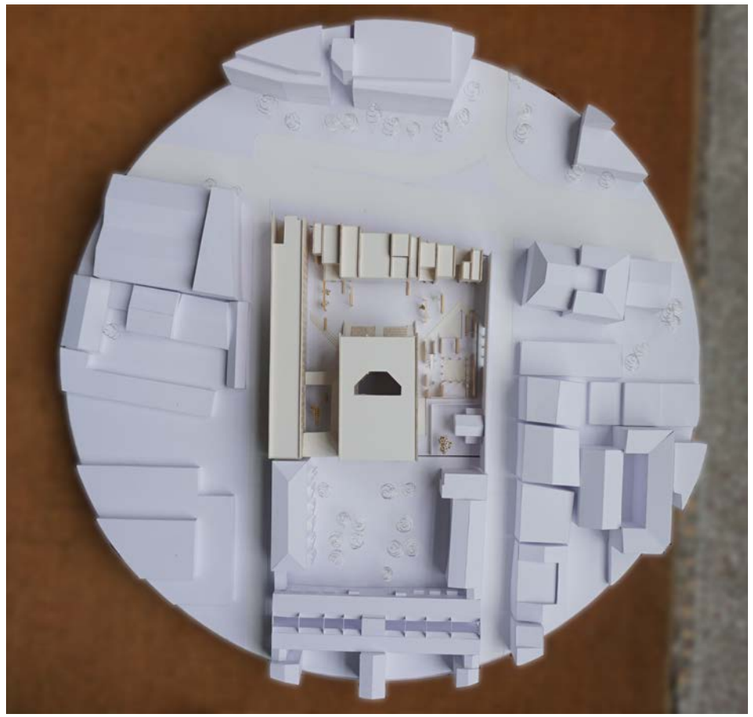


Plan, Section, & Axon

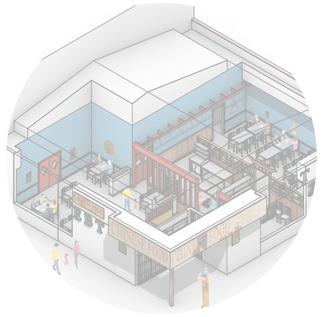
This perspective collage shows the path and experience of the journey from the Viale, into the courtyard, through the old prison, and ending at the look out tower. The path is meant to allow the viewer to experience the architecture of the old prison, while also displaying the new additions to the prison.

Playground within the ruins

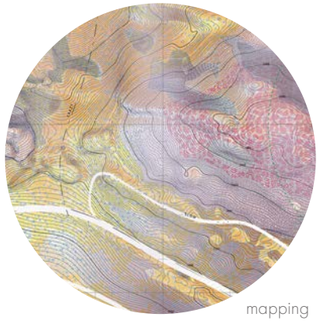
Cloister nestled behind the prison



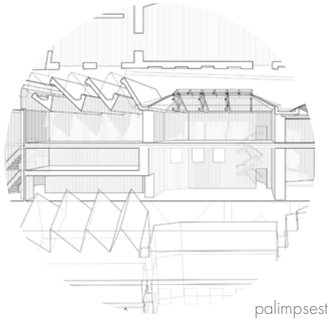
Model Photos



3 gorges



mapping



palimpsest

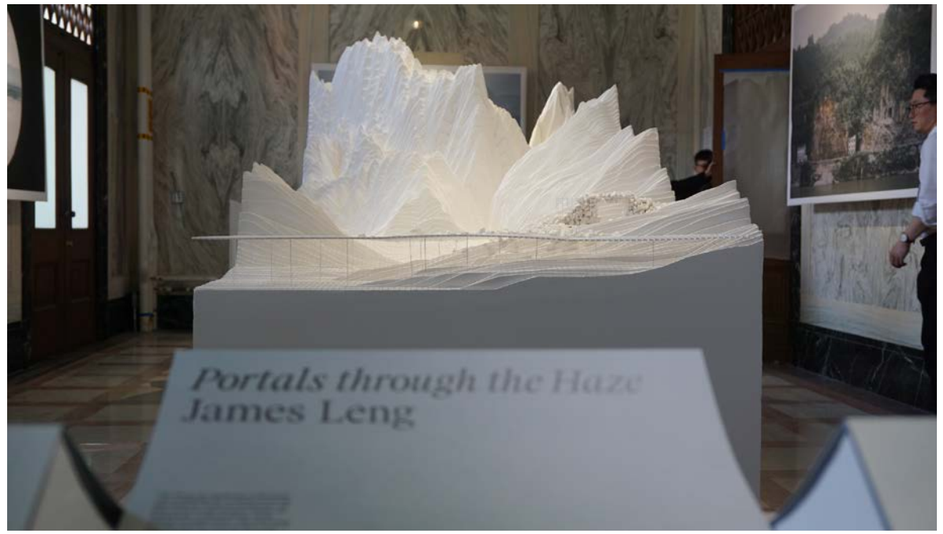
SELECTED

Portals through the Haze

A portrait into the Three Gorges Valley in China

An exhibition designed and produced by James Leng and fellow students during the spring of 2019 capturing the state of modernization in the Three Gorges landscape in China. Final production included a large landscape model made of cast topography sheets and a series of photographs of the region. Scattered along the mountain valley are numerous vignettes at different scales which grapple with the shifting narratives when experiencing a journey through the haze.

left: 30 ft by 4 ft plaster installation

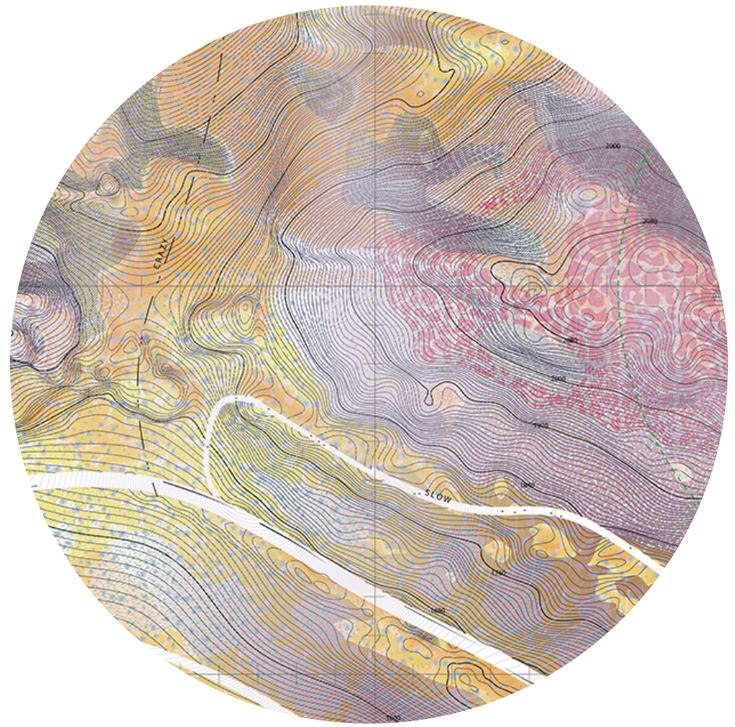


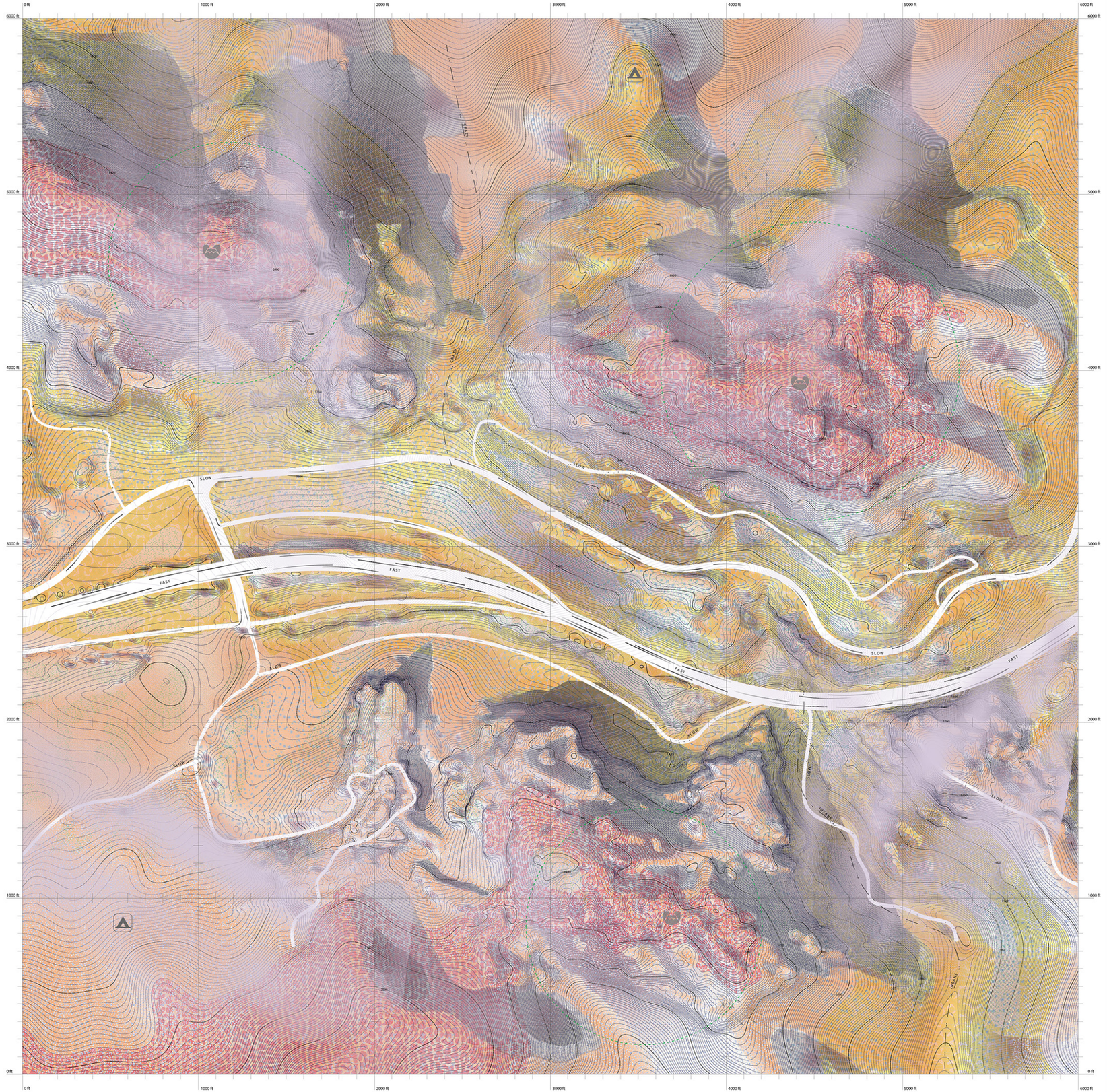
right: rubble tower

Other Landscapes

Mapping the “Other” and Creating the “New”

Beginning with an examination of the aerial photographs by Alex MacLean, these drawings are meant to distance themselves from their original landscapes and become a new type of ground. The goal was not to represent the original and have the drawing convey the properties of the physical landscape, but rather to use a number of different representation techniques to slowly remove the drawing from the landscape. The effects and sensorial nature of the drawing is now the new protagonist. Numerous studies were created using lines, hatch, gradient, render, and color, and they were all complied into a single, 6’ x 6’ drawing.



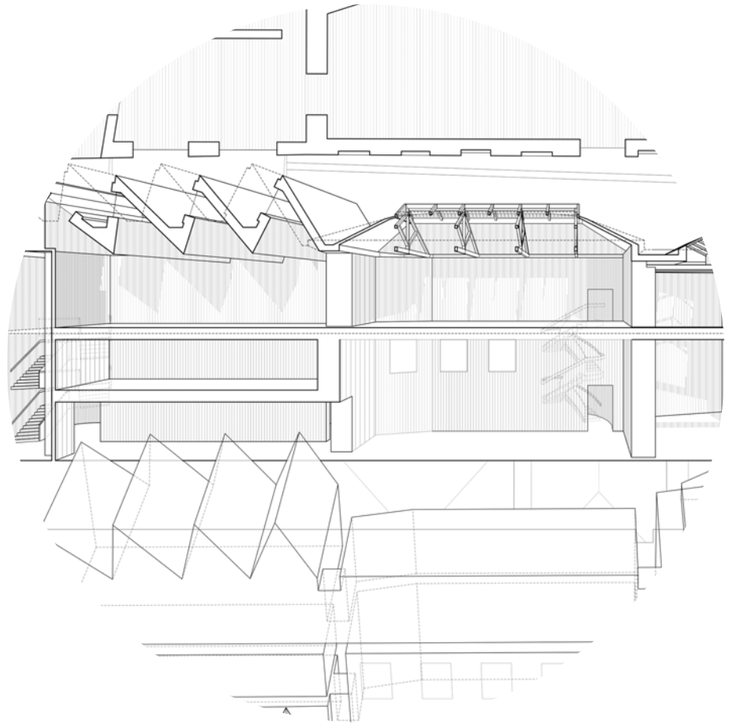

0 ft
1000 ft
2000 ft
3000 ft
4000 ft
5000 ft
6000 ft
FAST
SLOW

Newport Street Gallery

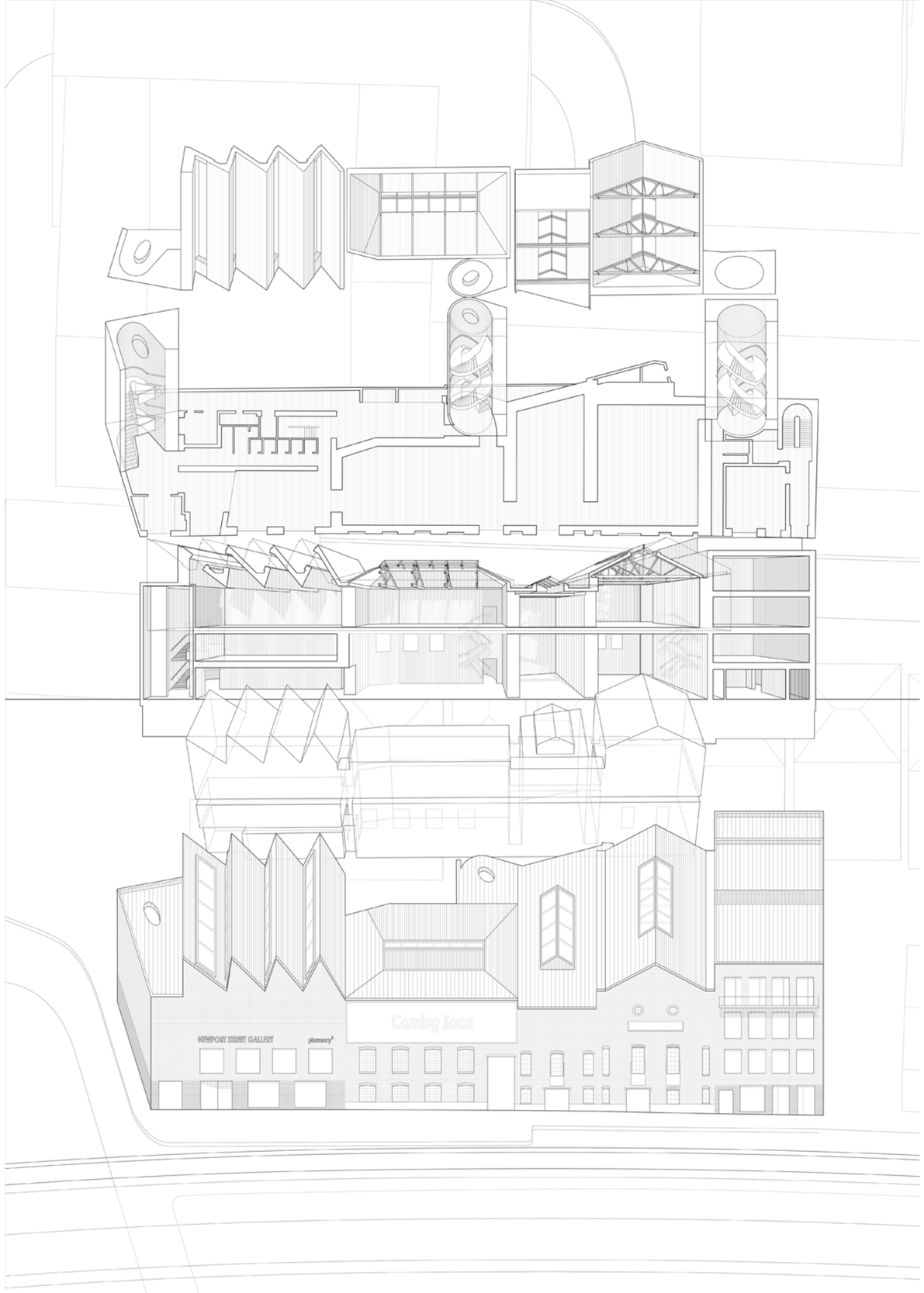
Unfolding the architecture of one of London's "White-box" Galleries

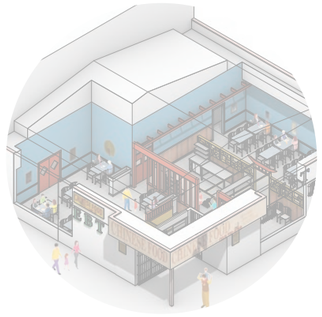
with Ella Arne

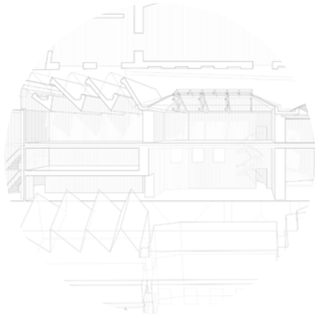
The former theatre production workshop was redesigned by Caruso St John, and what now is a famous art gallery in London, is an architectural palimpsest begging to be uncovered. This drawing reveals the building in multiple different perspectives and uses the architectural language of plan, section, and axon.



site visit photos







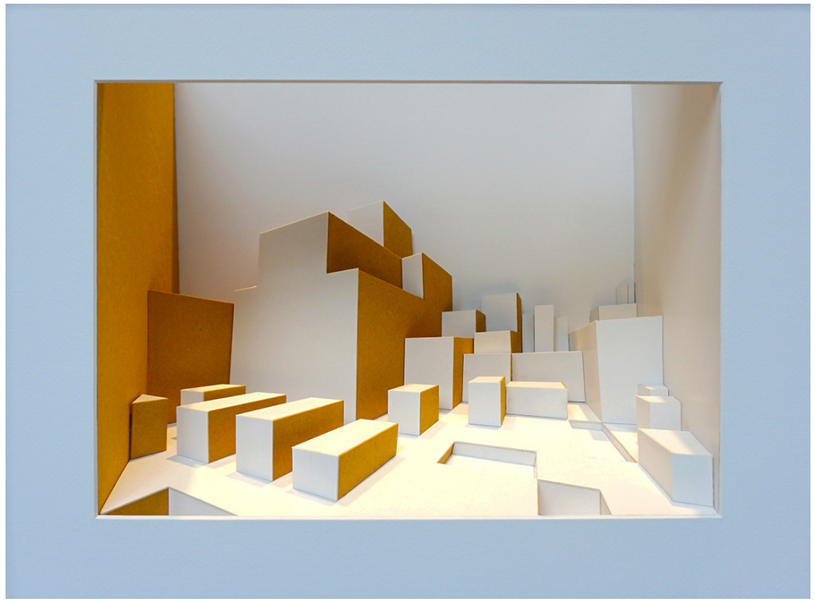
other

OTHER

Production and Model Making

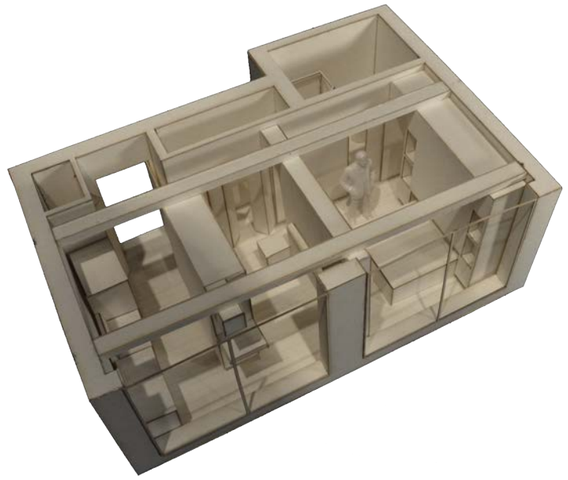
the following is a catalog of physical models, objects, and spaces

The most enjoyable part of any project is being able to manifest designs in physical objects. Working with different tools, materials, and at different scales has allowed me to experiment and gain experience in the physical production side of architecture. This collection varies from site models for competitions, to studio final models, to the interior of a furniture studio.



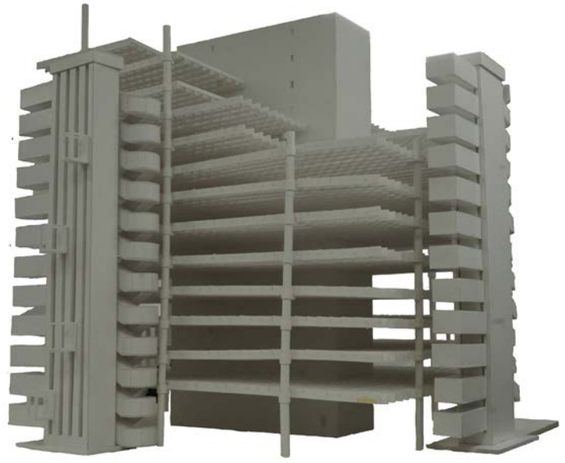
Forced Perspective, Florence

Bi-Rite Studio in Brooklyn, with Dylan Newlon



Dynamic Micro Units, Brooklyn

Everson Museum Addition, Syracuse



Lloyds of London, London

Residence, Wood Model

Residence, Wood and Plaster Model

Conference Center, Casted Rockite and Wood Model

Office, Casted Rockite and Wood Model

All work was produced for Obra
Architects, in collaboration with
Obra team members

Site Model, Wood, Acrylic, and Foam Model

All work was produced for Obra Architects, in collaboration with Obra team members

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thank you